Assignment 1, SDJ2-S19

This assignment must be handed in and approved in order to attend the exam.

The assignment:

You must design and implement a simple client/server application. Pick one of the two options:

1. A two-player Tic-tac-toe game.
2. A chat system with multiple clients

Requirements

- The application must use Sockets connecting client and server, with the server being multithreaded
- You must use MVVM with at least two different windows. Some ideas:
  - Game lobby and actual game window
  - List of friends, and actual chat window
  - Log in windows
  - Result window after the game
  - Set player/user name window
- You must use the Observer design pattern as part of the solution
- It is required to make a class diagram for the final solution (in Astah, Paint, scanned from a drawing by hand or similar). In the diagram you must be able to identify the MVVM, the Observer pattern and the design of the socket related classes

Deadline

You can work on the assignment in the following SDJ2 sessions, – and of cause after class.
Friday 8/3, and Tuesday 12/3.

Deadline: <u>Friday 15/3</u> before midnight

Format

It is ok to work in groups, but you each have to hand in a class diagram and the source files for all Java (and fxml) classes, in a single zip-file.

Evaluation

Your hand-in will be registered and counts for one of the exam requirements. No feedback will be given.